

SEMINOLE COUNTY PARKS & RECREATION
SEMINOLE COUNTY SOFTBALL COMPLEX RULES AND REGULATIONS

[Effective: September 4th, 2012]

****The Amateur Softball Association (ASA) Rules and Regulations shall govern all play where Seminole County Rules are not in place.****

1. TEAM REGULATIONS and ELIGIBILITY:

- A.** Men's team rosters are limited to a maximum of twenty (20) players. COED team rosters are limited to a maximum of twenty-four (24) players. **Teams will be able to add new players until the completion of the Eighth (8th) game of their season.**
- B.** Each team must submit a Team Player Waiver Release Form with all required information completed and signed by each player (Waiver Form will serve as the team's roster). **No player may play with any team until his/her waiver has been signed and filled with the park office.** [Captains: Bring waiver to 1st game and turn it in to the scorekeeper. When new players are added have them report to the scorekeeper to sign the waiver.] Players must be over 18 years of age or older to participate in a Seminole County Softball League (SCSL). **Managers are responsible for ensuring a completed and legible waiver form is turned in. Incorrectly filled out waivers will be returned to be done over.*
- C.** A player may only be on one team roster per night at Seminole County Softball Complex. Players may, however, play on as many nights as they desire. Failure to comply with this rule will result in the player's suspension from the league for the remainder of that season.

2. LEAGUE RULES:

ALL RULES ARE SUBJECT TO INTERPRETATION BY THE PARK SUPERVISOR.

- A.** Line-ups are to be turned into the Scorekeeper no later than five (5) minutes before game time. Line-ups are to include: **First & Last Names and Jersey Numbers.**
Penalty for not complying with the 5 minute before game time will resort in a team out.
- B.** In all leagues, seven (7) inning games are played unless stopped by the run rule, inclement weather, time limit or curfew. Five (5) complete innings are considered a complete game when rain or time limits are involved. Play may also end in the bottom of the (5th) inning if the home team is ahead. Games played beyond 5 complete innings ending due to inclement weather will be considered complete and **the final score will be taken from the previous complete inning.** Games not completed due to rain will be rescheduled: Play will start from the top of the first (1st) inning if less than 3 innings were complete; if three (3) innings are complete the game will be made up from where play was suspended (A new lineup may be used). Games will not be cancelled until 5:30pm. Coaches are responsible for checking the status of games by calling **407-665-7275 ext. #1.**
- C. If the Lightning Detector sounds all play is immediately suspended.** Lightning Detector cancellations will be done on a game by game basis not the entire night. Games that have not started play will be suspended for ½ hour past game time before being cancelled (*6:30pm games will be cancelled at 7:00pm; 7:30pm games will be cancelled at 8:00pm; 8:30pm games will be cancelled at 9:00pm.*) Games in progress will be held until ¼ past the hour before being cancelled. (*6:30pm games will be cancelled at 7:15pm; 7:30pm games will be cancelled at 8:15pm; 8:30pm games will be cancelled at 9:15pm.*) **Games will be rescheduled according to weather stoppage rules.**
- C.** Games will be stopped by the **RUN RULE** if the following occurs:
 - 1. A team is ahead by 20 runs at any time after the first (1st) inning is completed.
 - 2. A team is ahead by 15 runs after playing four (4) innings.
 - 3. A team is ahead by 10 runs after playing five (5) innings.
- D.** Games will be stopped by **TIME LIMIT** in accordance with the following:
 - 1. No new inning will begin after One (1) hour for all league play, provided that 5 innings are completed.
 - 2. The ASA "Tie-Breaker Rule" (Rule5, Section 11) also applies to all SCSL games with the exception that a One Pitch Rule will be used. (Kansas Tie-Breaker) No tie-breaker will exceed three (3) innings.
- E. Games are only rescheduled for inclement weather.** Games may be rescheduled on alternate nights or weekends (Park Supervisor's decision). Requests by Managers and/or players cannot be honored. **Once a Manager communicates a forfeit, the forfeit will stand.**
- F.** We reserve the right to remove any team from the league after the second (2nd) no call, no show forfeit or for an excessive number of forfeits (Park Supervisor's discretion).
- G. Game time is forfeit time.** A ten (10) minute grace period will be given for the start of the 6:30pm game only. For the enjoyment of our league players, the following are in place to limit the number of forfeits during a season:
 - 1. **Adding new players.** Teams may add new players to the roster until the eighth (8th) game of the season.
 - 2. **Pick-up player.** Teams will be able to add **(1) player to their line-up** as a pick-up player **if** they are unable to field the required minimum of nine (9) players. The opposing team's manager will have the choice of either taking

the forfeit or allowing the use of pick-up player. If accepted by the opposing team's manager, the pick-up rule will be allowed in accordance with the follow rules:

- a. A team may pick up one (1) pick-up player. The player **must play right field** and **must bat at the end of the batting order**.
- b. People eligible for pick-up: players from the opposing team; players signed to another SCSL team's roster (this is only exception to Rule 1 Section C); people over eighteen (18) years of age that are not signed to any SCSL team's roster.
- c. The pick-up player must have signed a county liability waiver before playing.
- d. No team may use the same player as a pick-up more than one (1) time during a season.
- e. If a team's rostered player arrives late to a game, they must be substituted in for the pick-up player upon their arrival.
- f. A team playing with pick-up players may not play with more than nine (9) players.
- g. Teams will be able to use a pick-up player until the completion of the Eighth (8th) game of their season.

Please use your best sportsmanship when resorting to this rule and make every effort to replace missing players with a suitable talent level for the league in which you are playing. The Park Supervisor and/or his/her agents will retain the right to disqualify any person as an eligible pick-up player for any reason they deem as necessary.

H. Extra Players (EP). (See ASA Section 4 Rule C). Exceptions to this rule are as follows:

1. MEN'S D LEAGUE may bat Twelve (12) players on offense.
2. COED LEAGUE may bat Fourteen (14) players on offense.

I. COURTESY RUNNERS: A team is allowed to use a courtesy runner two (2) times per game.

1. A courtesy runner is in the game when announced by the manager. (Male for male; female for female)
2. Any eligible player on the official line up including available substitutes may be used as a courtesy runner.
3. A courtesy runner may not run for an existing courtesy runner.
4. A courtesy runner must not be on base when their turn comes in the batting line-up.
5. A batter/runner must reach first base before being replaced by a courtesy runner.

*** Any violations of these rules will result in the courtesy runner being called out and removed from their base. In the case of #4, the courtesy runner will be called out, removed from their base and take their turn in the batting order.**

**** Players with disabilities or special needs, may petition the league office for additional allowances if done prior to game time. Decisions will be made on a case by case basis.**

J. HOMERUNS: All homerun limits are set per ASA CODE. (MEN'S C=4, MEN'S D=2, COED=2). Any homeruns hit in addition to the limit will be ruled an **"inning ending out"**. An inside the park home run does not apply to the Home Run Rule. [The player is awarded four (4) bases]

*** CHASE OR REPLACE:** It is the responsibility of the batting team to return any Homerun Ball back into play. Batting team must retrieve it or replace it from one of their reserves.

K. BASE DISTANCES: MEN'S D @ 70ft; COED @ 65ft; SENIOR @ 65ft.

L. COED: A two hundred foot line is placed in the outfield and all outfielders must stay behind this line until the batter hits the ball. Outfielders are not allowed to make a play at an infield base. PENALTY – an automatic double is awarded to the batter/base runner or the result of the play. This is a dead ball situation.

M. COED teams should have ten (10) players on the field, but may play with nine (9) players [minimum of four (4) females and never more than five (5) males]. The batting order must alternate between the genders. An out will be awarded if two males bat back to back. When a male is walked with less than two (2) outs the female batter must bat. When a male batter is walked with two (2) outs the female batter has the option of batting or walking to first base. Play beginning with ten (10) legal players may continue if a female player is injured under the Short hand Rule (Rule 4, Section D). A team may bat more females than males. An eligible male player may be substituted for a female player without penalty, so long as two males do not bat back to back. There must be two (2) female players in the infield [catcher does not count toward an infield position] and two (2) female players in the outfield, unless playing shorthanded.

N. The SCSL will enforce the stealing rule. This rule will not apply to COED League.

O. All games will be played with batters beginning with a **1-1 count** with an extra foul ball.

P. BALLS: In all Leagues, the HOME team is responsible for furnishing one (1) new ball and two (2) used balls (in good condition) that are approved by the Umpire and ASA. (375 .44 core)

Q. BATS: SCSL will enforce the ASA banned bat list. For an official listing of banned bats go to www.asasoftball.com. Any player using an altered bat will ejected from their game and receives a one year suspension from league play. Failure to

submit the bat for testing will result in a two year suspension from league play. **These penalties will apply to both the owner and user of the bat.** Cones are allowed.

R. UNIFORMS: **Teams must wear alike in color shirts with a permanent number on the back to be considered “in uniform”.** Players not in uniform will be disqualified for play. Uniform rule will go into effect the Third (3rd) Week of the season.

S. **No metal spiked shoes are allowed!**

T. SOFT TOSS: Anyone taking batting practice by hitting a ball into the fences surrounding the fields may be asked to leave the park. Repeated violations of this rule will lead to punishments up to and including suspension for the remainder of the season.

U. ILLEGAL PLAYERS: The game will be forfeited upon the discovery of any team using an ineligible player. All games in which the illegal player participated will be reviewed. The Scorekeeper is instructed to not enter ineligible players into the game. **All players must be able to produce a picture ID (Drivers License) upon request within 15minutes, or a reasonable length of time, in order to identify themselves if challenged by an opposing coach, umpire or league official. Failure to do so will result in ejection from the game.** Playing under an assumed name will be considered a **major** infraction that carries a minimum penalty of suspension for the player and the team manager for the remainder of the season and possible further action if deemed necessary by the Park Supervisor.

V. EJECTIONS: **Any player ejected (not disqualified) from a game cannot participate in the remainder of that game and must serve an additional one (1) game suspension (rainout or postponed games do not count towards the 1 game suspension).** Additional game suspensions or other penalties may be given as deemed necessary by the Park Supervisor. **Ejected players must leave the park immediately following their ejection. Failure to do so will result in the team's forfeiture.**

1. If a player is ejected and the team does not have a player to replace him/her it will result in a forfeit regardless of the number of players remaining. You may not end the game with fewer players than you began with.
2. If a player is disqualified, the team can replace the player or can continue to play as long as they still have 9 eligible players.

W. PROFANITY: If in the judgment of the Umpire or Seminole County Staff any player, manager or spectator is using abusive, profane or inappropriate language; the offending person shall face game disqualification or ejection from the game and/or facility depending on severity of the offence.

X. PROTESTS: **The protest must be declared to the umpire before the next pitch in the game.** A manager or assistant manager must file a written protest within 24 hours after a protested game. A \$50 protest fee must be paid when the written request is turned in to the league office (to be returned if protest is upheld).

3. **SEASON ENDING TOURNAMENT**

A. At the conclusion of regular league games, there will be a season ending tournament for the top four (4) finishing teams in each league.

B. Home team will always be the higher seed of the two teams playing.

C. In the case of ties, the following tie-breakers will be used (shown in order of importance):

1. Most head to head wins among the teams tied.
2. Fewest runs allowed during the head to head games played among the tied teams.
3. The fewest runs given up during the entire season by the tied teams.
4. Coin toss.

*** In the case of a tie for the regular season League Champion, these same tie-breakers will be used.***

D. All league rules apply to Tournament Games, with the exception that the Tournament Games **will not** use the one (1) hour limit. Seven innings will be played unless stopped by run rule. The tie-breaker rule will be effect if the game is tied after seven innings.